Application Number 10/797,911

Amendment in response to Office Action mailed April 12, 2007

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## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

## Listing of Claims:

Claim 1 (Currently Amended): A gesture-based input device for a user interface of a computer comprising:

two pairs of electrodes scalable for any screen size, wherein the electrodes are arranged to capture a quasi-electrostatic field surrounding a user in order for the user interface to provide different options or tasks to be selected by the user,

- a platform for supporting the user,
- a quasi-electrostatic field generator source connected to the platform; and
- a circuitry connected to the electrodes for determining, relative to each of the electrodes, a position of a part of the user being closest to electrodes,

wherein the position of the part of the user in each dimension of the electrodes is determined based on a relation of four voltage signals of the circuitry, respectively, each voltage signal indicating a distance between the part of the user and the respective electrode,

whereby the position within the electrode closest to the part of the user is determined without any calibration of a sensor system, and

$$\underline{\qquad} V_H = \frac{|Uo|_L}{|Uo|_R}$$

$$\underline{\qquad} V_{\nu} = \frac{|Uo|_{B}}{|Uo|_{T}}$$

is utilized to cancel an environment effect and remove a calibration process before use of the input device by the user, and  $U_O$  is the output signal from the correspondent electrode.

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Claim 2 (Cancelled).

Claim 3 (Currently Amended): The gesture-based input device according to claim 1 or 2, usable to provide flexibility for the user to define a hand movement range, wherein

$$X = \frac{V_H}{V_{H,\text{max}} - V_{H,\text{min}}} . L_X$$

$$Y = \frac{V_{\nu}}{V_{\nu \max} - V_{\nu \min}} . L_{\gamma}$$

also allow the user to move forward and backward freely before a screen in a range of around 1 meter.

Claim 4 (Currently Amended): The gesture-based input device according to claim  $\underline{1}$  2, wherein, when the determined position of the part of the user is left substantially unchanged for a predetermined period of time, this is interpreted as selecting an option or task offered to the user through the user interface represented by the quasi-electrostatic field.

Claim 5 (Currently Amended): The gesture-based input device according to claim 1 or 2, wherein a sensor field comprises a screen and a cursor moved and positioned according to the movement and position of the part of the user.